



VSR://EDU/SSE



Software Service
Engineering

Software Service Engineering

WS 2019/2020 – 2. Tutorial

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Homework Tutorial 1

Create a class for computing a hash value of a string.

The hash should be computed as a rest of division of the sum of ASCII codes of all the characters in a string by 127.

Example: $\text{hash}(\text{"VSR"}) = 86 + 83 + 82 \bmod 127 = 124$.

If the given string is empty, return -1.

Use TDD and Unit Testing for the development.

Task 1

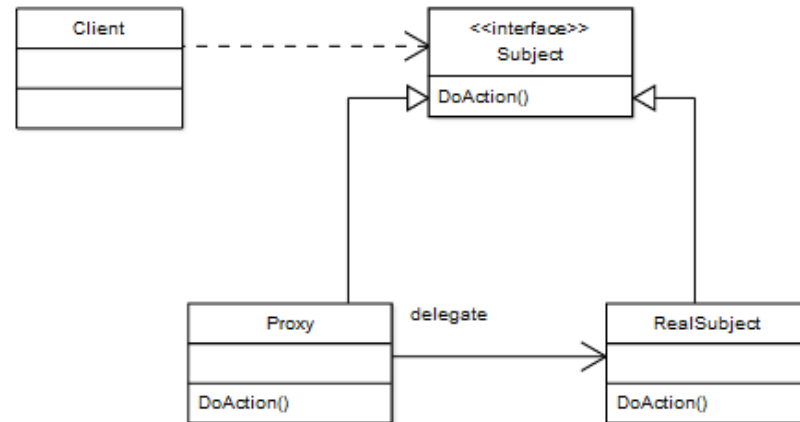
Get informed about the Proxy software design pattern.

Create a proxy for the Calculator class from the first tutorial.

The proxy should cache last 10 calculations and return the cached results when the new and the cached operation/operands pairs match.

The [Task1-Template.zip](#) gives you a good starting point if you have not finished the first tutorial.

- Problem: control access to objects:
 - Delay creation / initialization of real objects
 - Access mediation and control
 - Caching
- Solution: Substitution by a Proxy



2 Task 2

Answer the following questions:

1. What is Middleware?

Middleware

- The software layer that lies between the operating system and applications on each side of a distributed computing system in a network

Krakowiak, Sacha. "What's middleware?". ObjectWeb.org

Answer the following questions:

1. What is Middleware?
2. Which services are usually provided by Middleware?

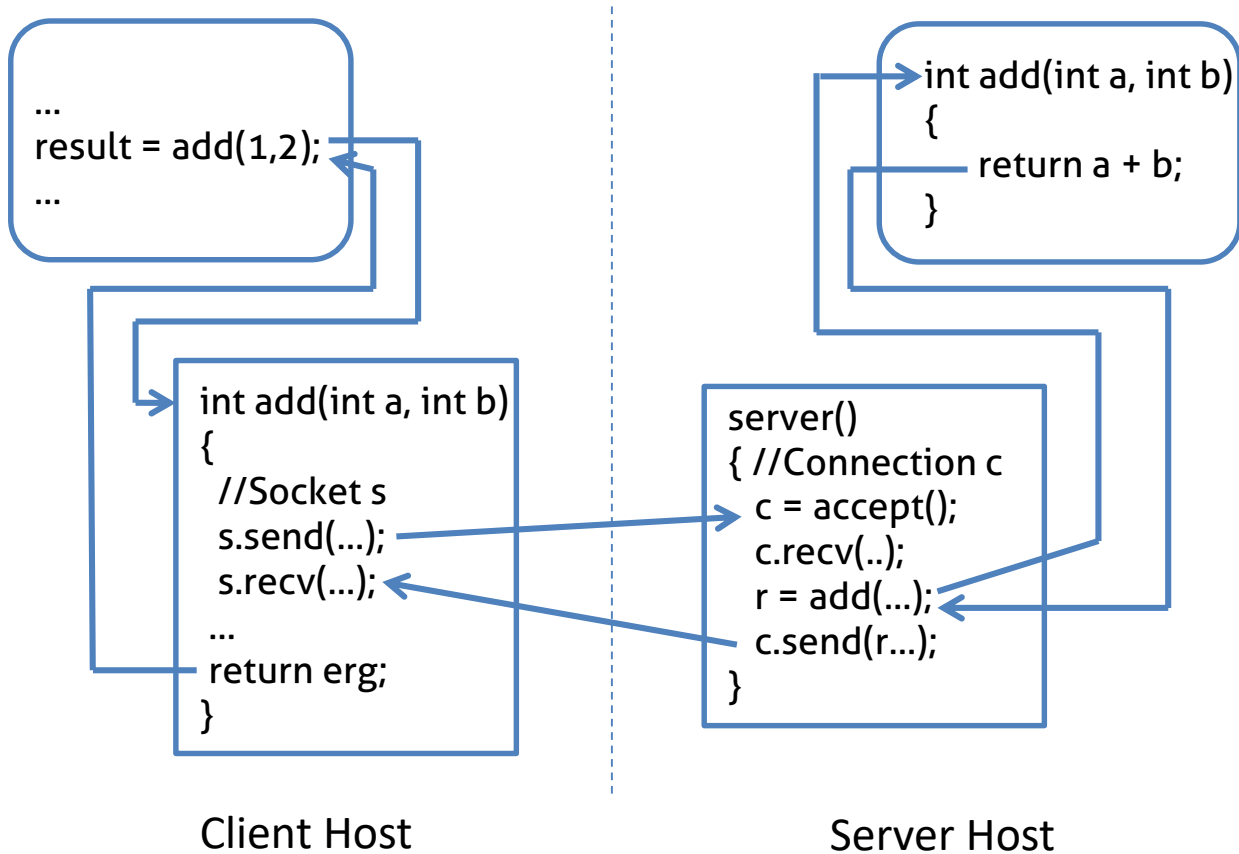
Middleware Services

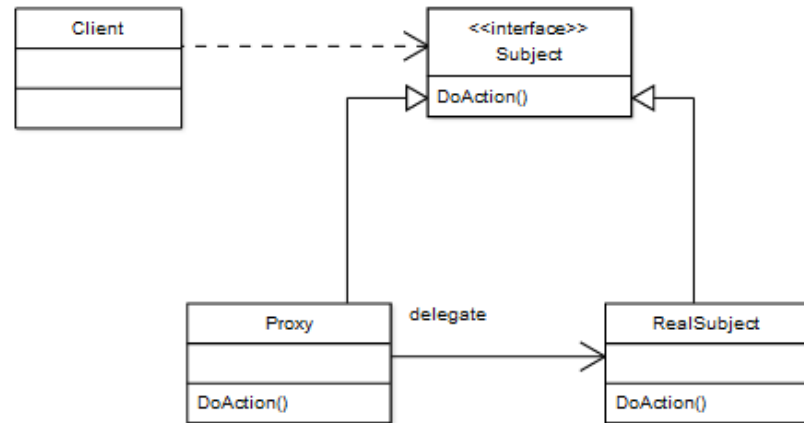
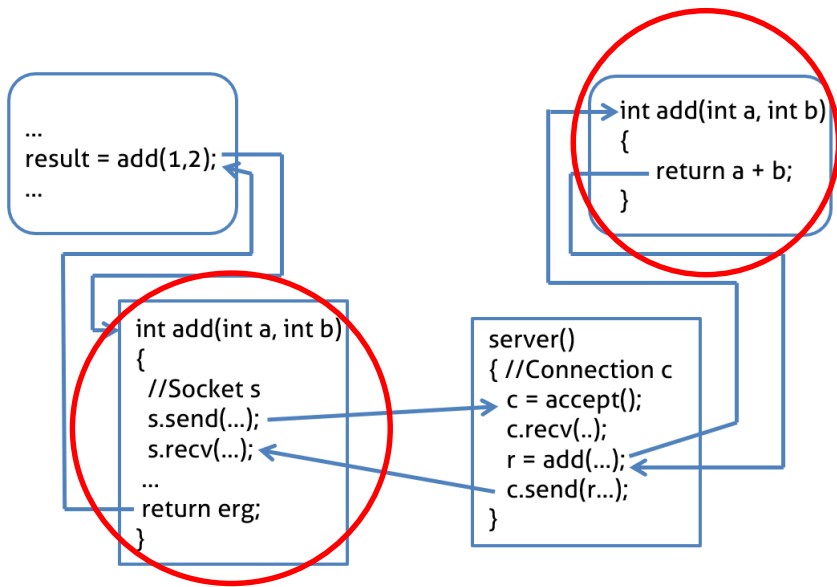
- Goal:
 - Connect heterogeneous network and software systems
- Toolbox:
 - Messaging facilities
 - Session management
 - Transaction management
 - Security services
 - Directory services

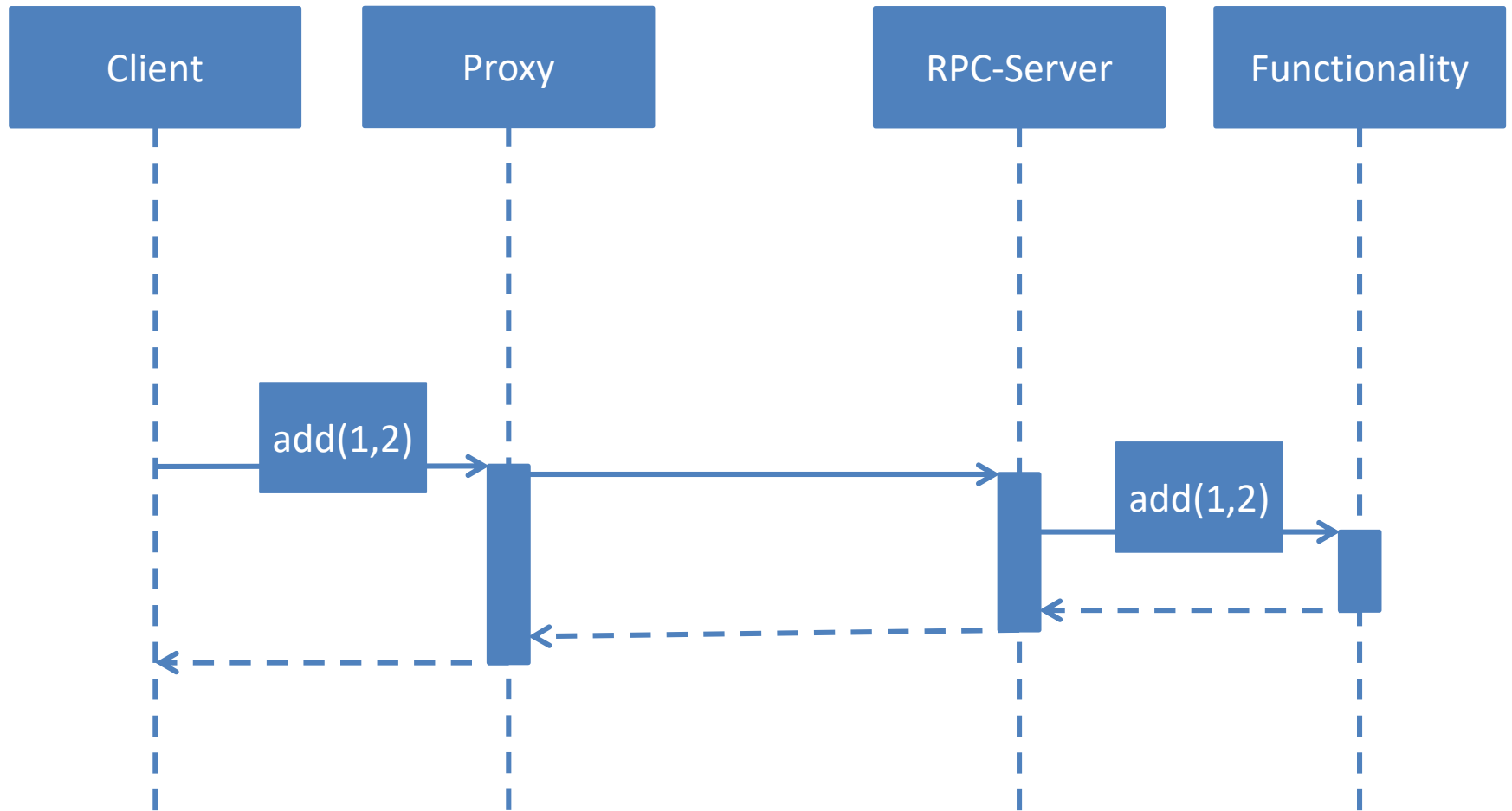
Answer the following questions:

1. What is Middleware?
2. Which services are usually provided by Middleware?
3. What is Remote Procedure Call?

RPC







3 Task 3

a) What is Marshalling?

Marshalling

- Passing signature of a function, parameters and return values to a different process (potentially on a different machine)
- Usually implemented by conversion of structured data into a dedicated format, which can be transferred to other processes or systems (*serialization / deserialization*)
- Reverse process: *demarshalling* (or *unmarshalling*)

- b) The *Marshalling.zip* project implements a scenario, in which a client requests a server with printing functionality to format and print given data. The connection is established by middleware, which in addition takes care of transfer of typed objects.
- Read the code and learn how the connection gets established.
 - Implement the methods *Marshall* and *Demarshall*
 - Start the two projects *Client* and *Server* and test your implementation (right click on *Solution* in *Solution Explorer* and then *StartUp Projects*)

c) Beside the default printing functionality, the server provides two string operations:

- `string concat(string arg1, string arg2, string arg3)`
- `string substring(string str, string positionIndex)`

Assume, there are more of such operations, all only with string parameters. Extend your client towards RPC of these operations. Complete the placeholders marked with TODO. Define a message encoding scheme for RPC calls and use Reflection on the server side to invoke the methods.

4 Homework

- a) Describe the architecture of the Component Object Model (COM). What are the tasks of COM Component, COM Server, COM Registry and COM Interface?
- b) Extract the project COM.zip. The subproject ComBrowserServer implements a COM component, which makes HTTP-GET requests to a given URL. ComBrowserClient is a C++ application, which makes use of the COM component.



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Your feedback on today's session:



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Questions?

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